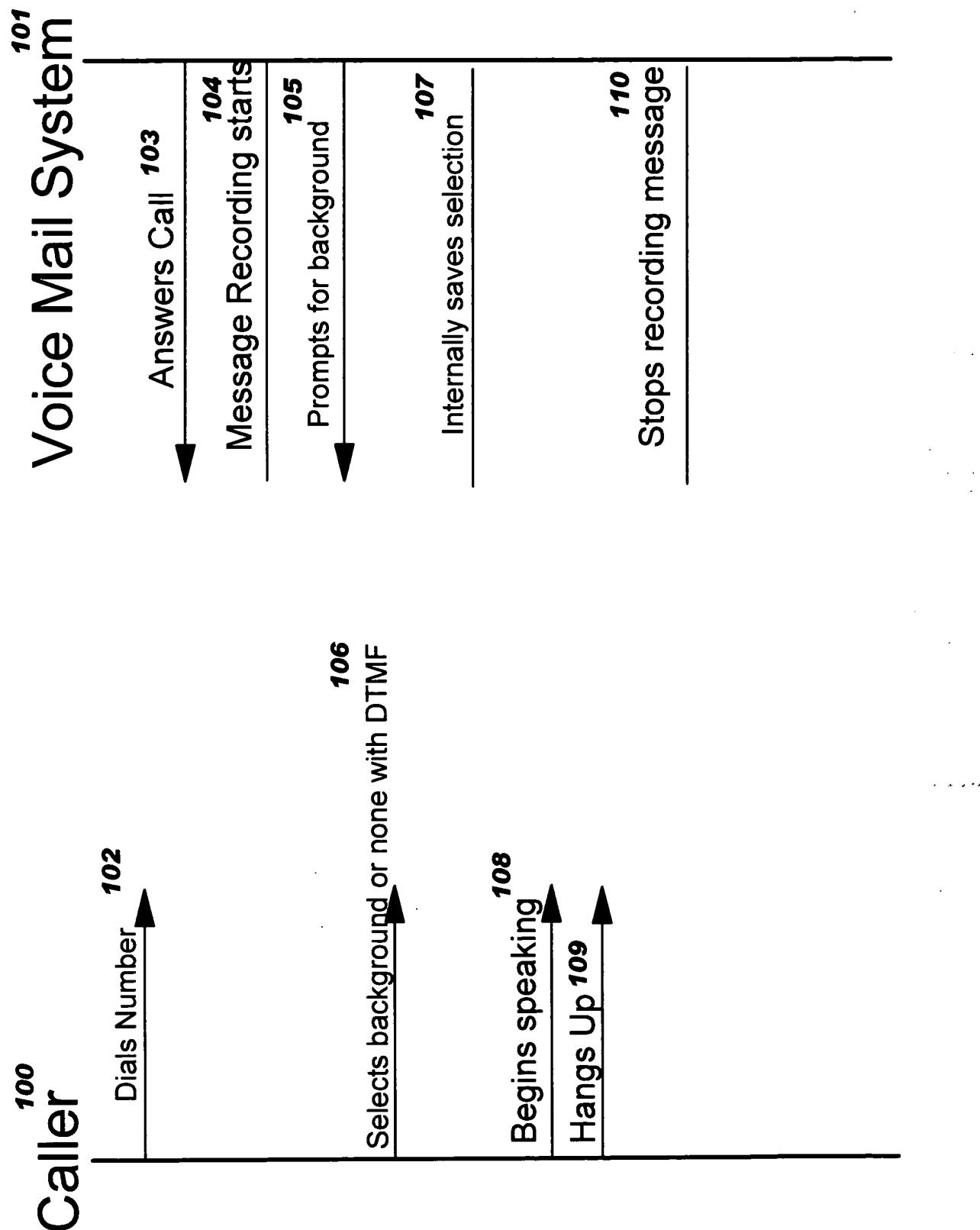


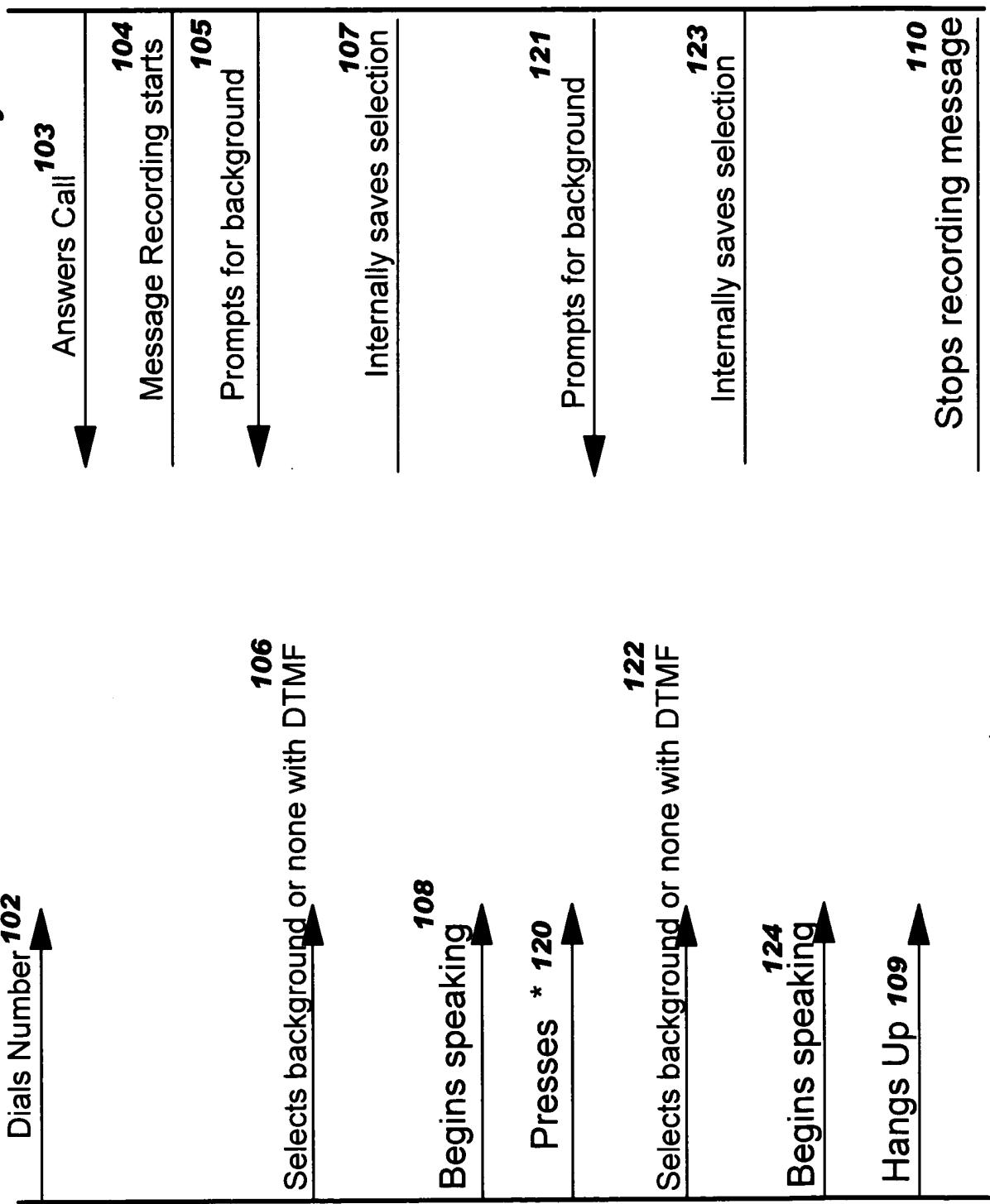
FIG. 1A

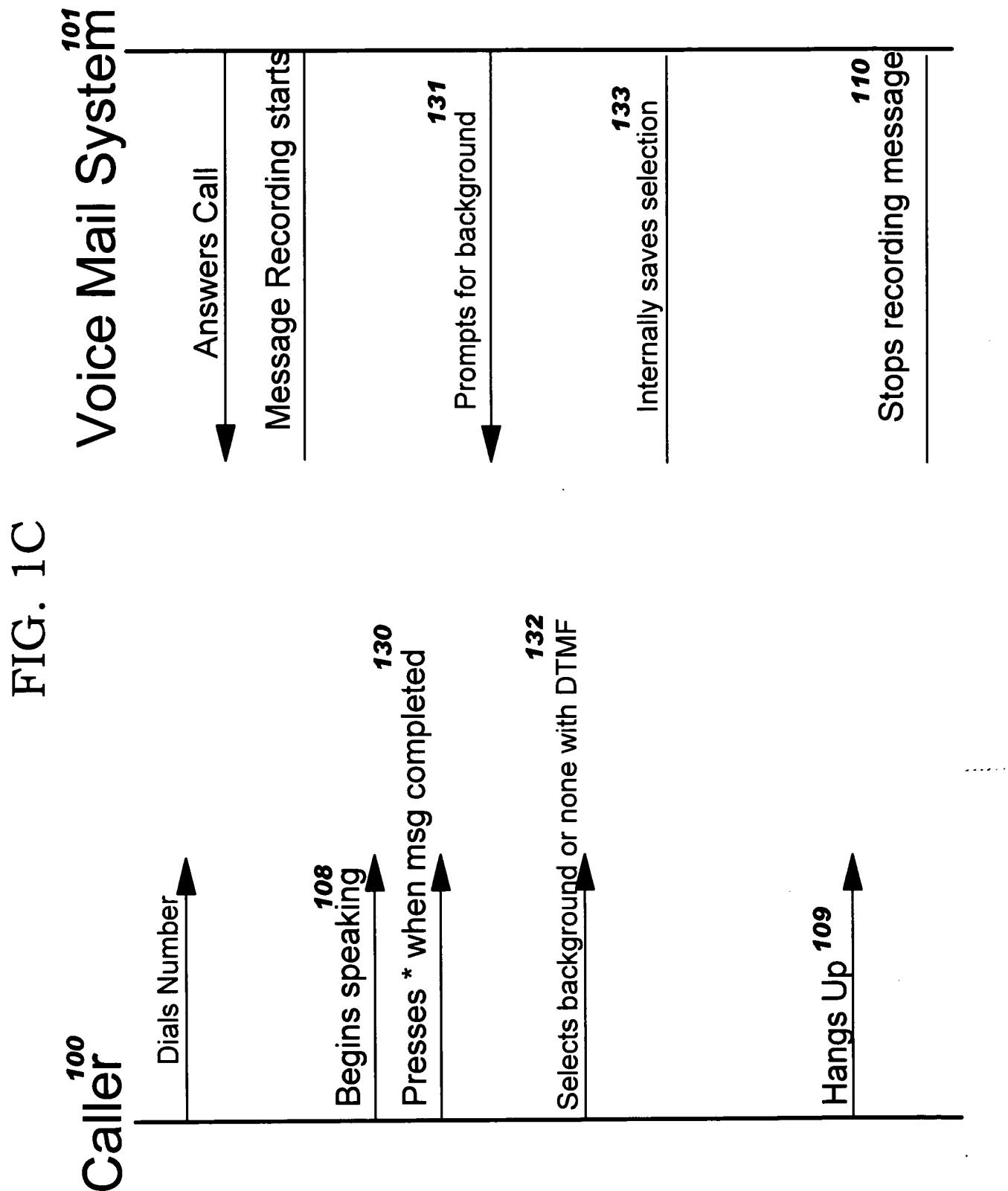


Caller 100

Dials Number **102**

FIG. 1B Voice Mail System 101





Voice Mail System 101

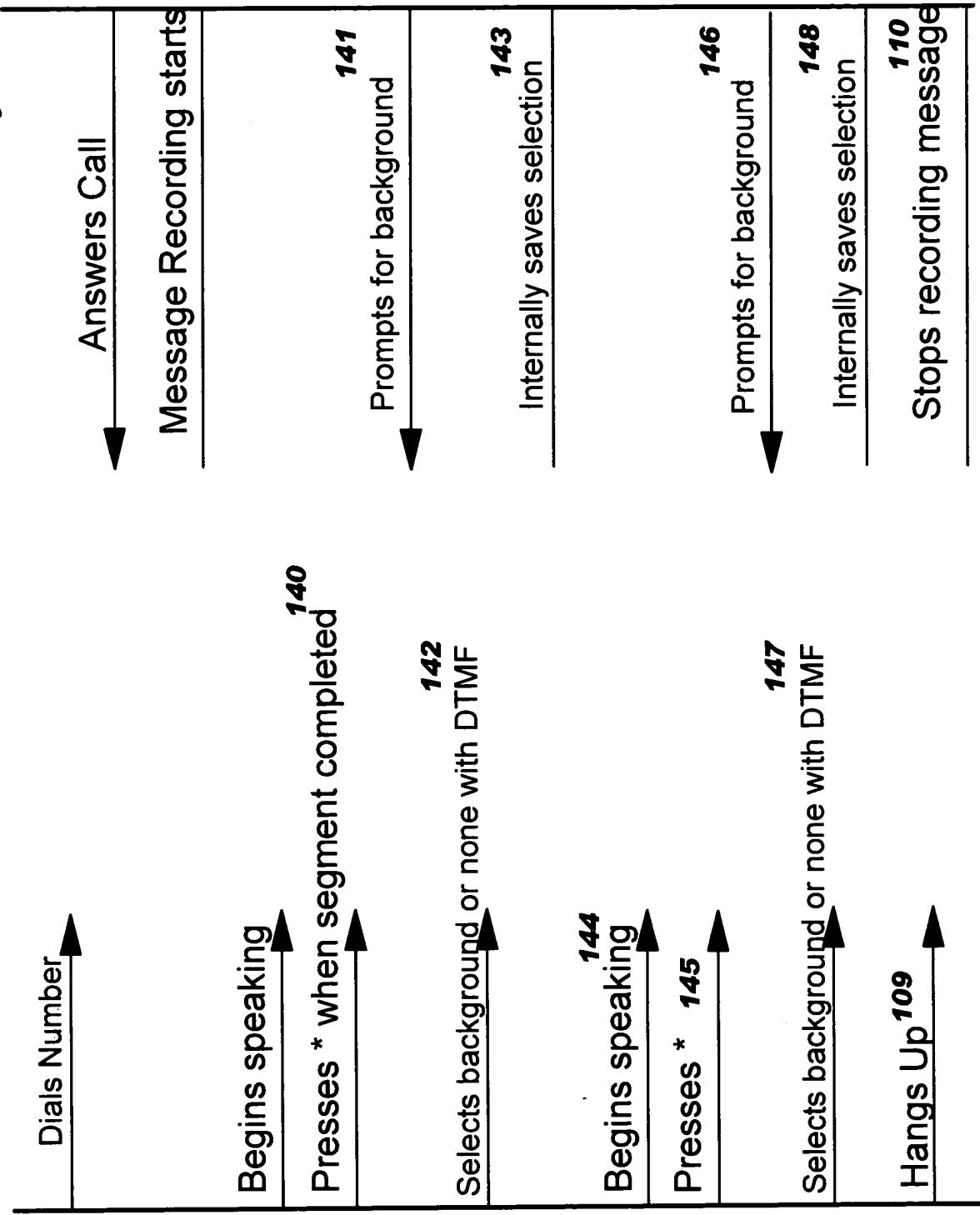
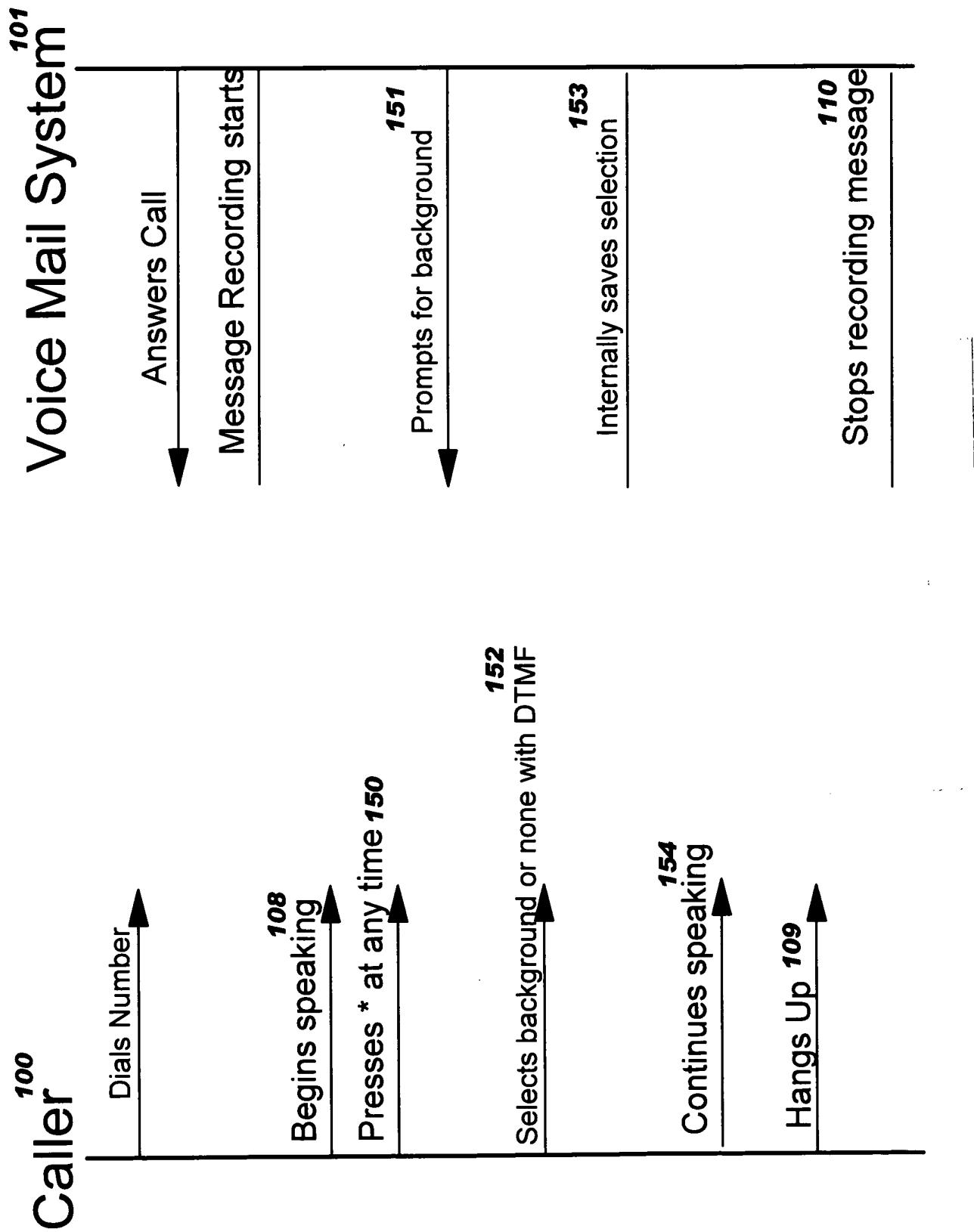


FIG. 1E



Voice Mail System101

FIG. 1F

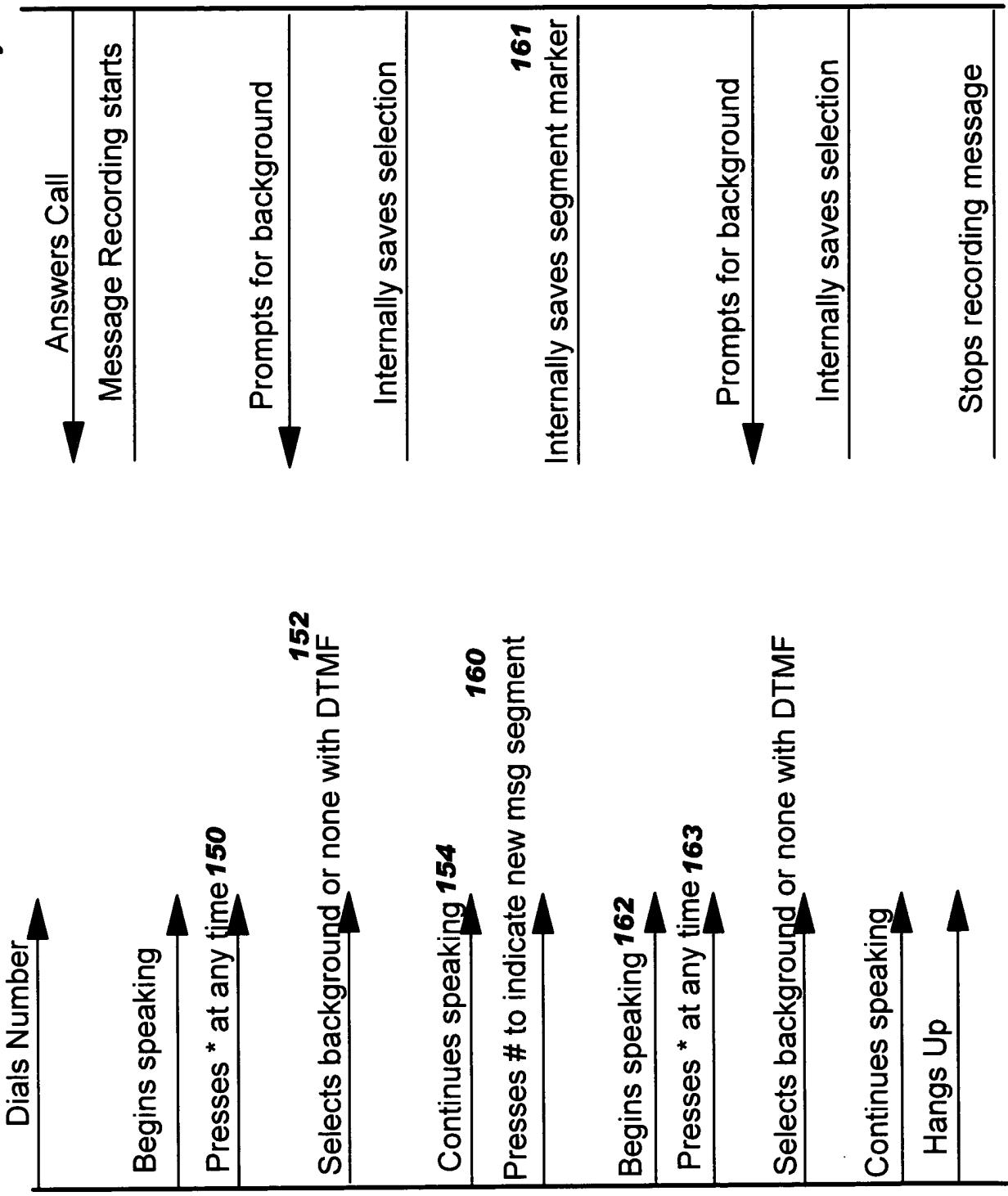
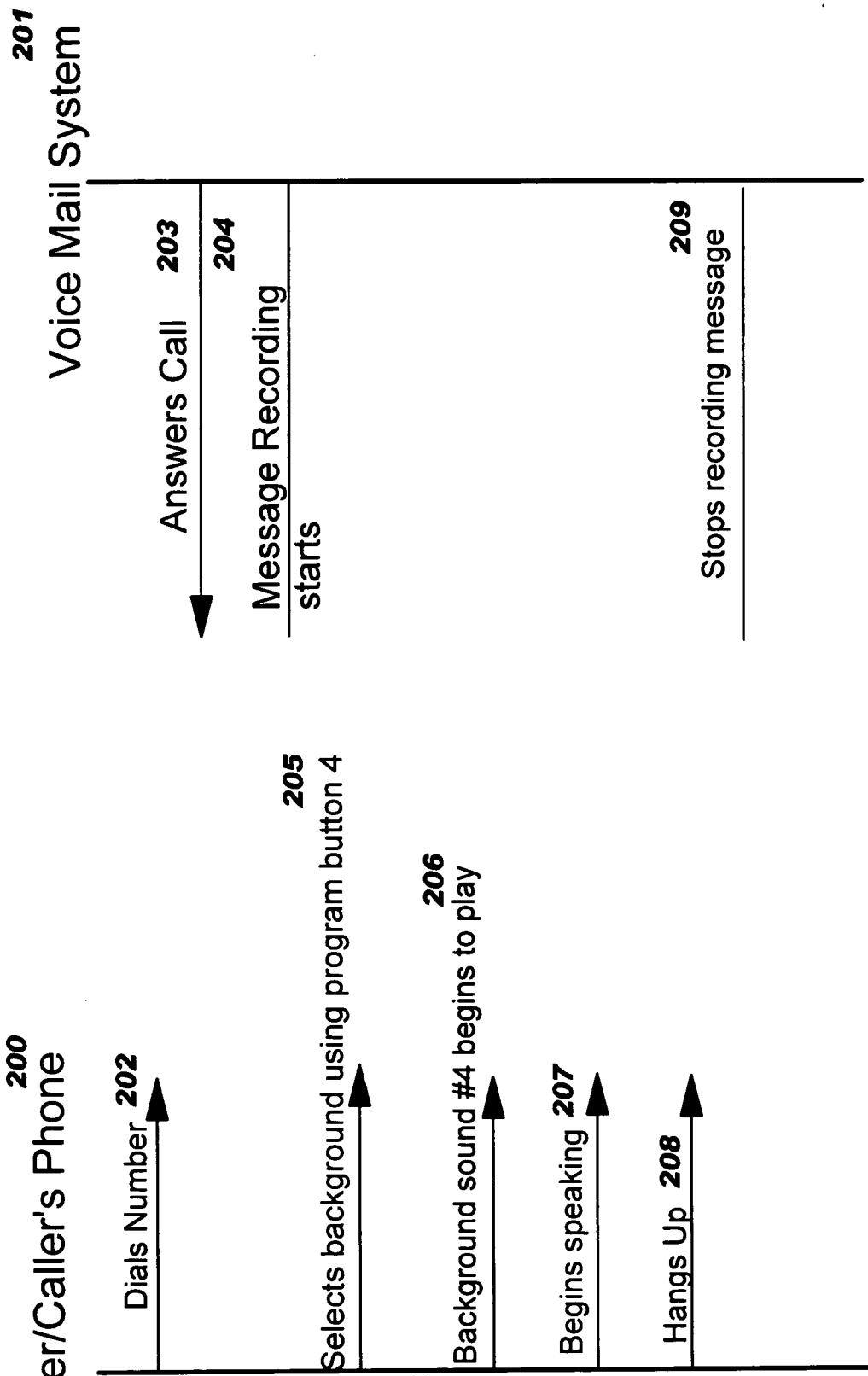


FIG. 2A

Caller/Caller's Phone



Caller/Caller's Phone **200**

FIG. 2B

Voice Mail System **201**

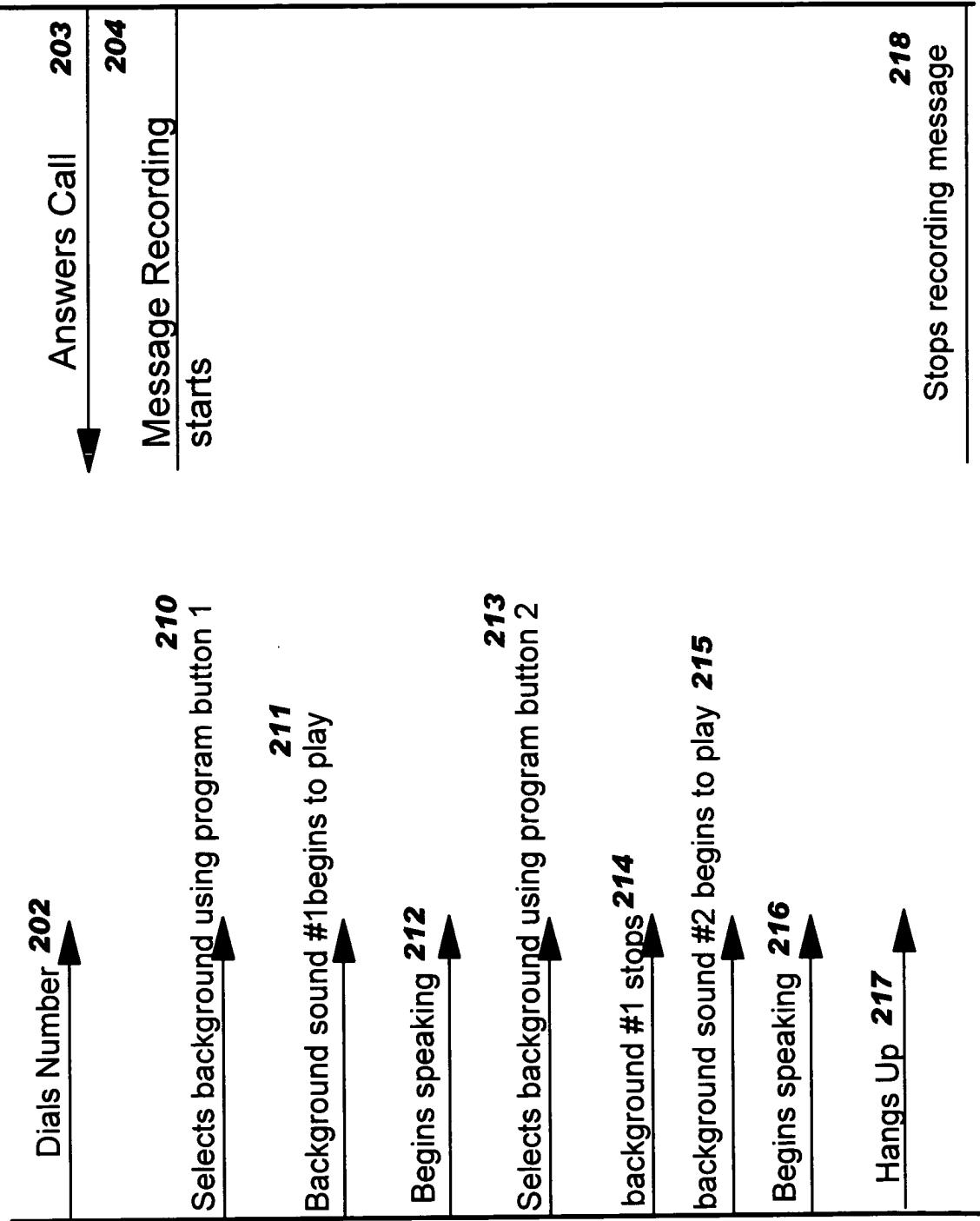


FIG. 2C

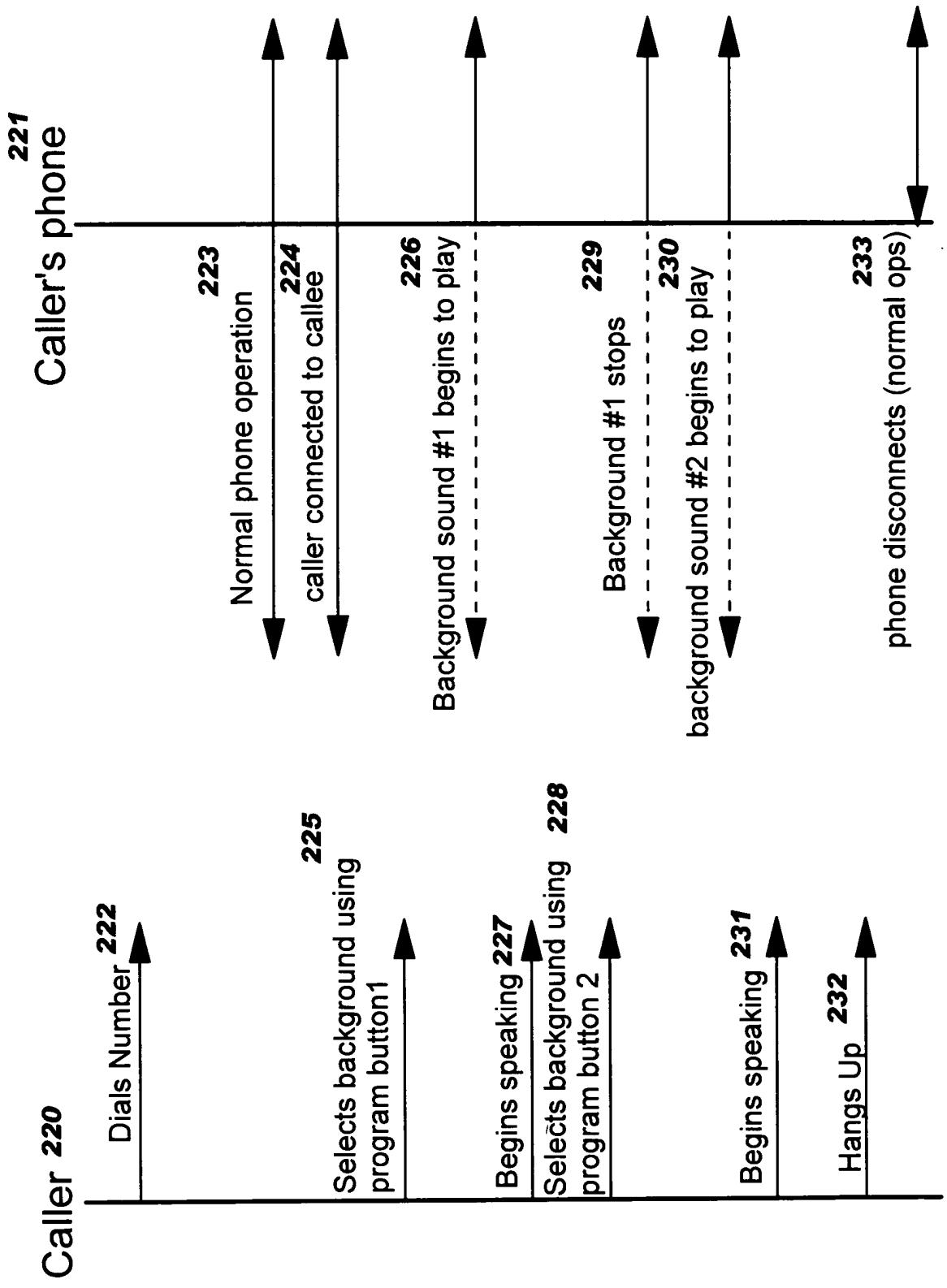


FIG. 3

300
Caller/Caller's Phone

Dials Number

Begins speaking **305**

306
Default background sound begins to play

Hangs Up

301
Voice Mail System

Answers Call

Message Recording
starts

Stops recording message

FIG. 4A

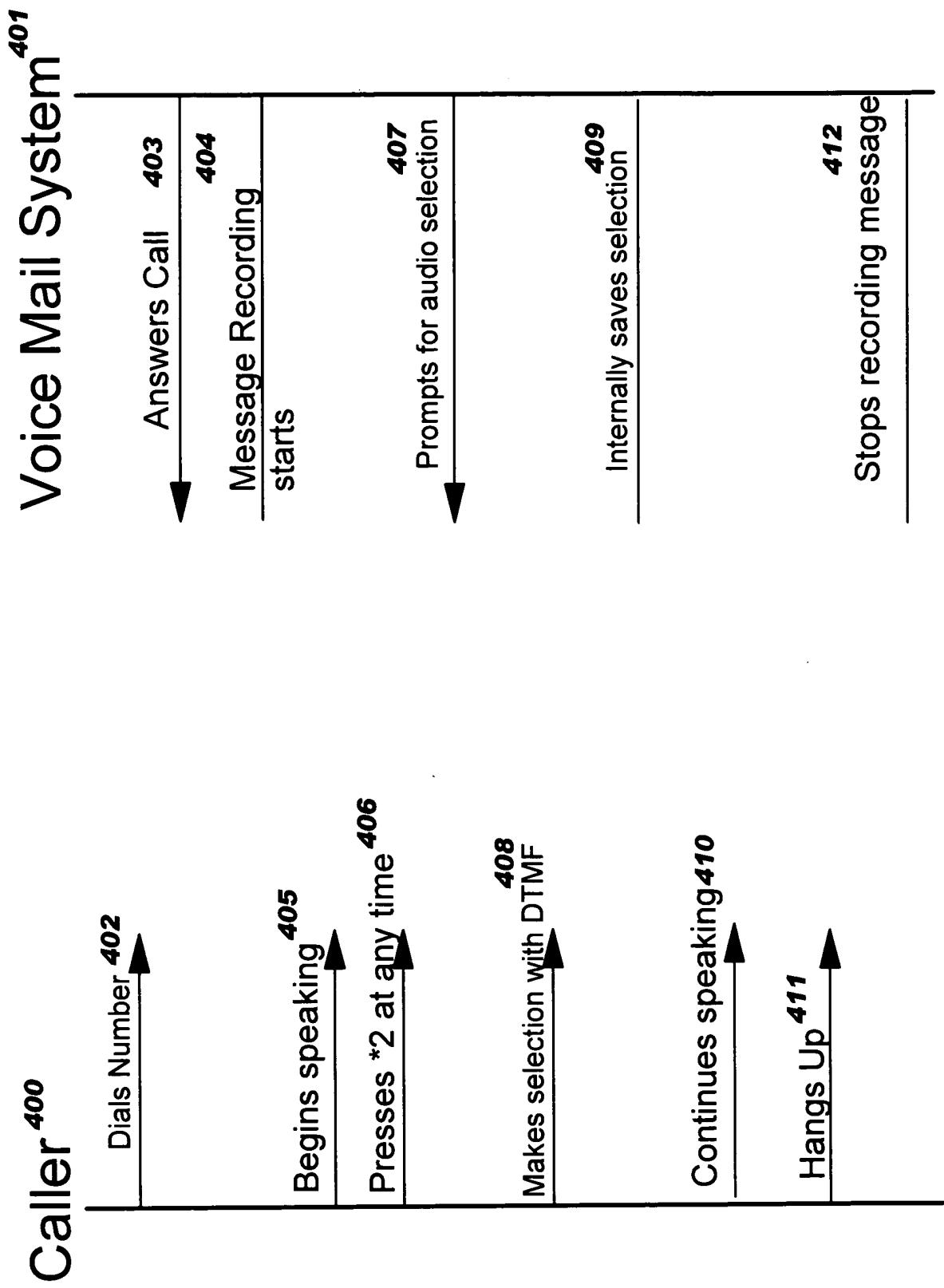


FIG. 4B **Voice Mail System 401**

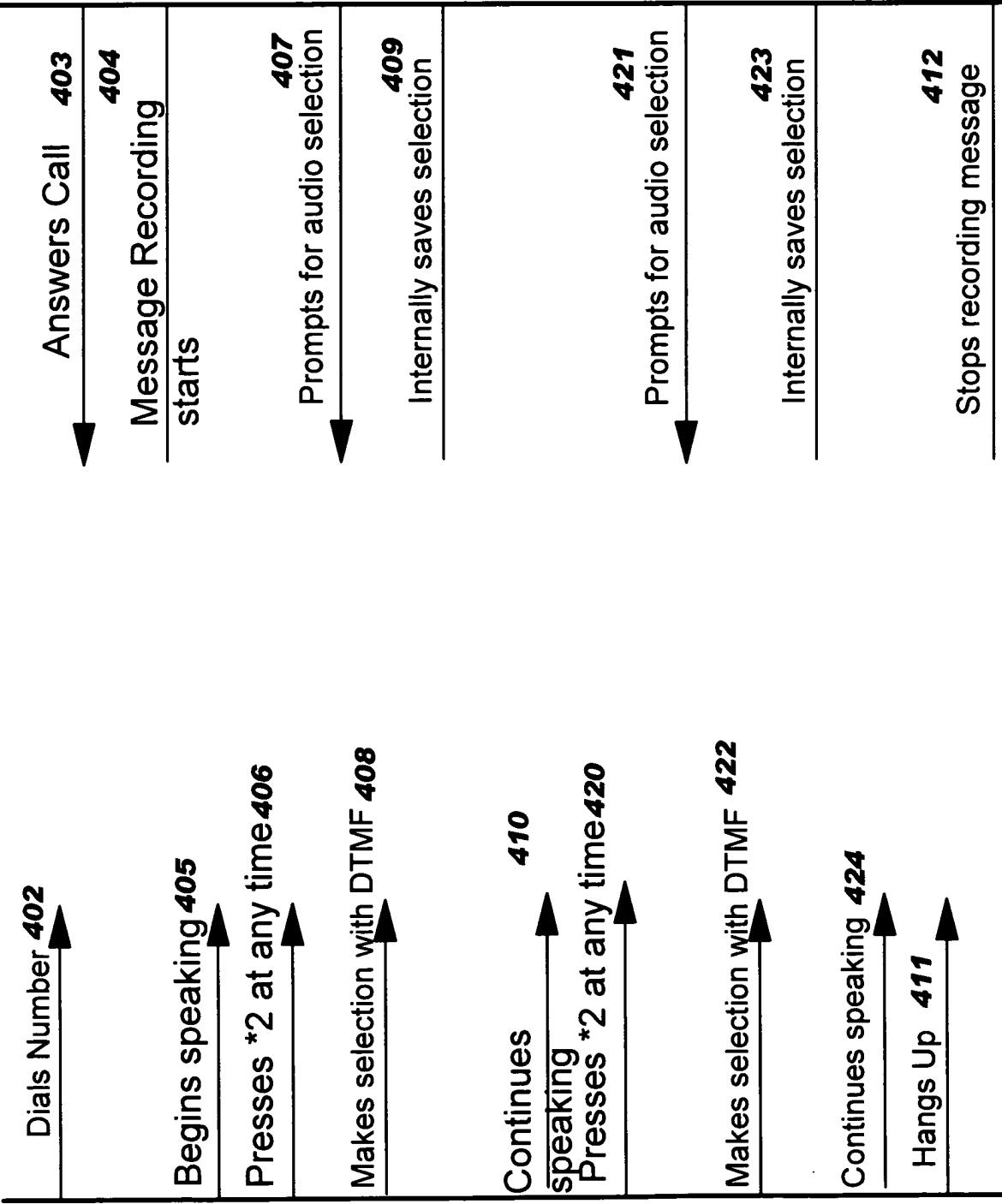


FIG. 5



FIG. 6A

600
Caller/Caller's Phone

601
Voice Mail System

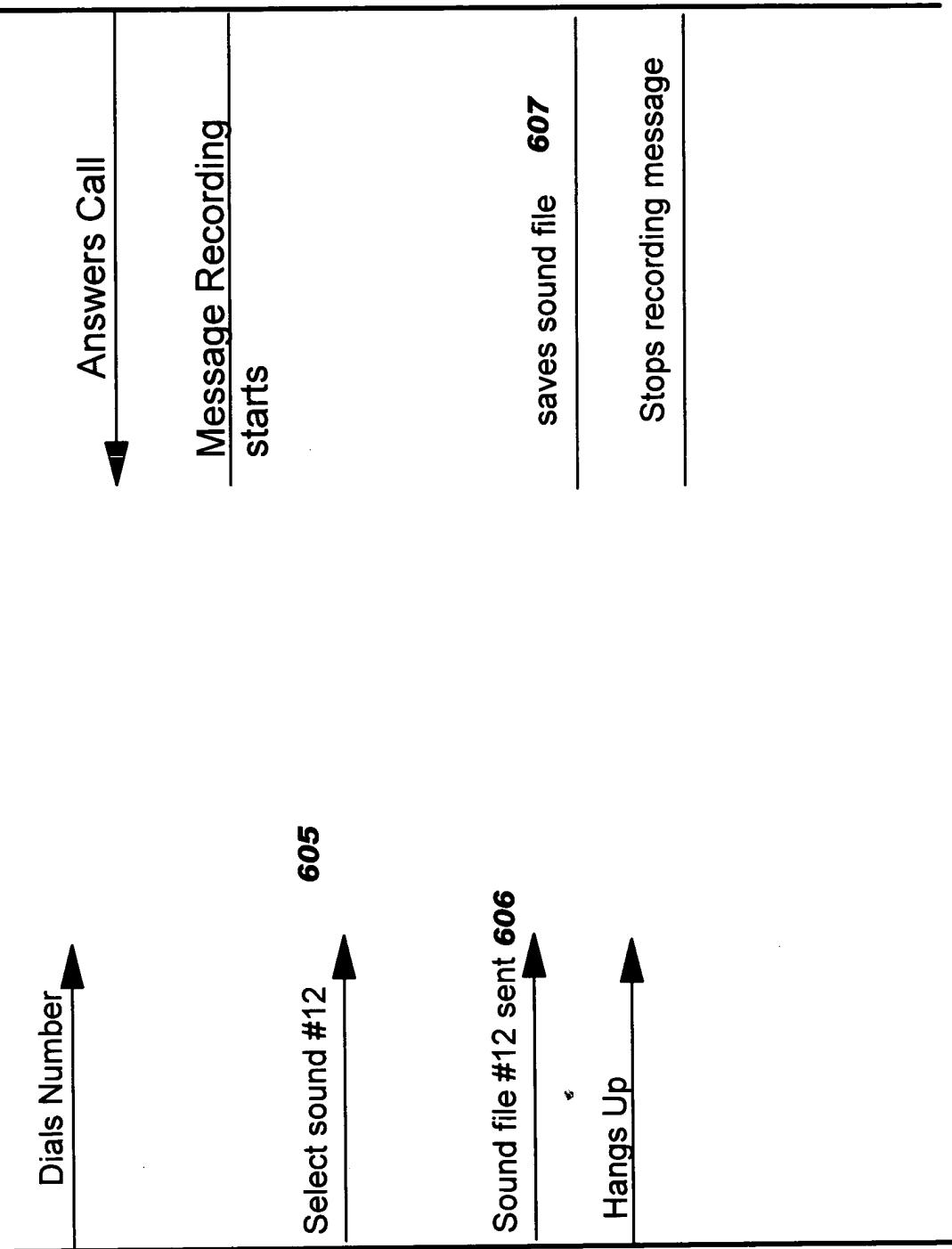


FIG. 6B

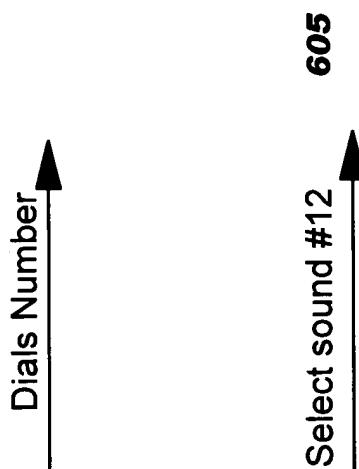
600
Caller/Caller's Phone601
Voice Mail System

FIG. 7A

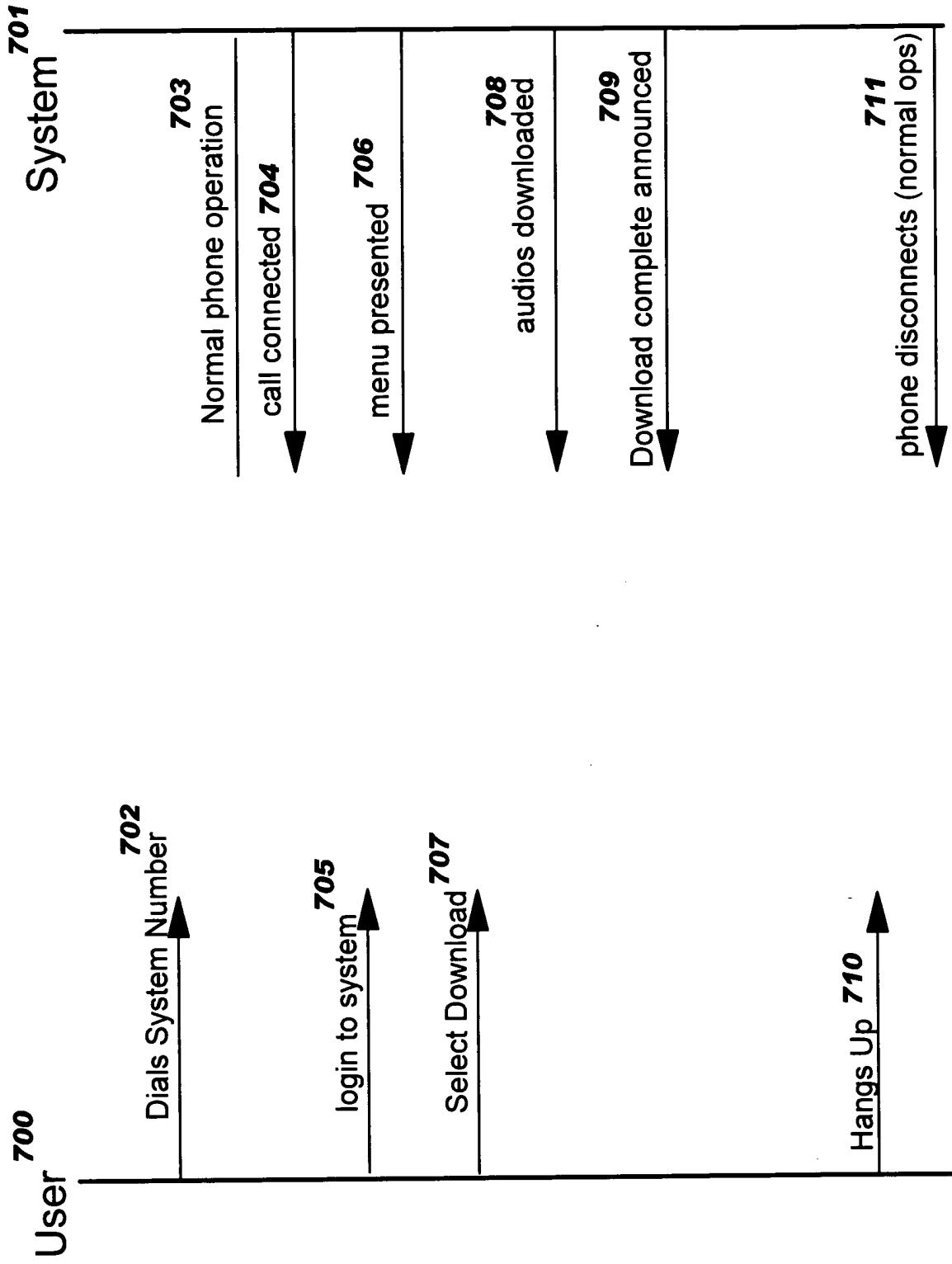


FIG. 7B

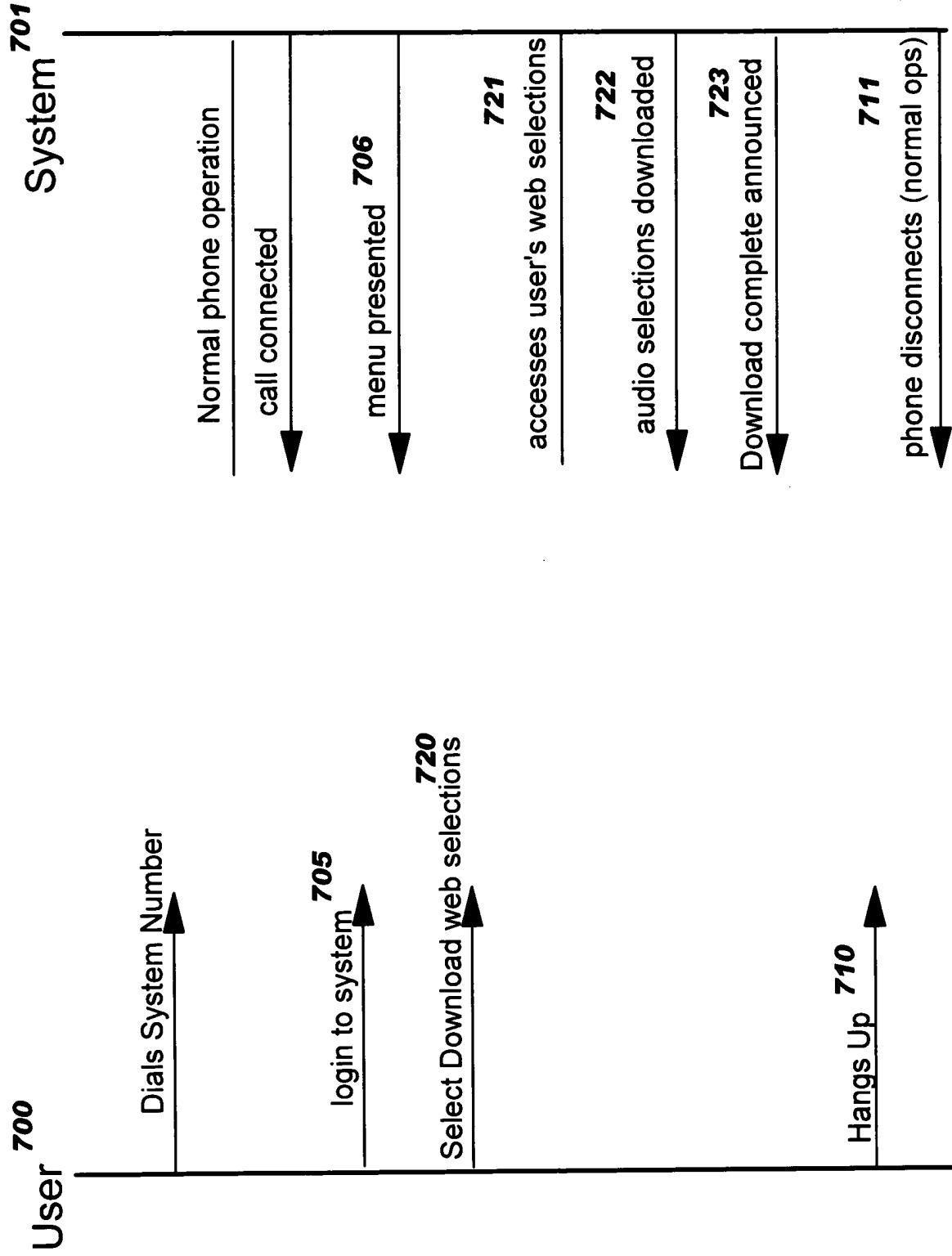


FIG. 8

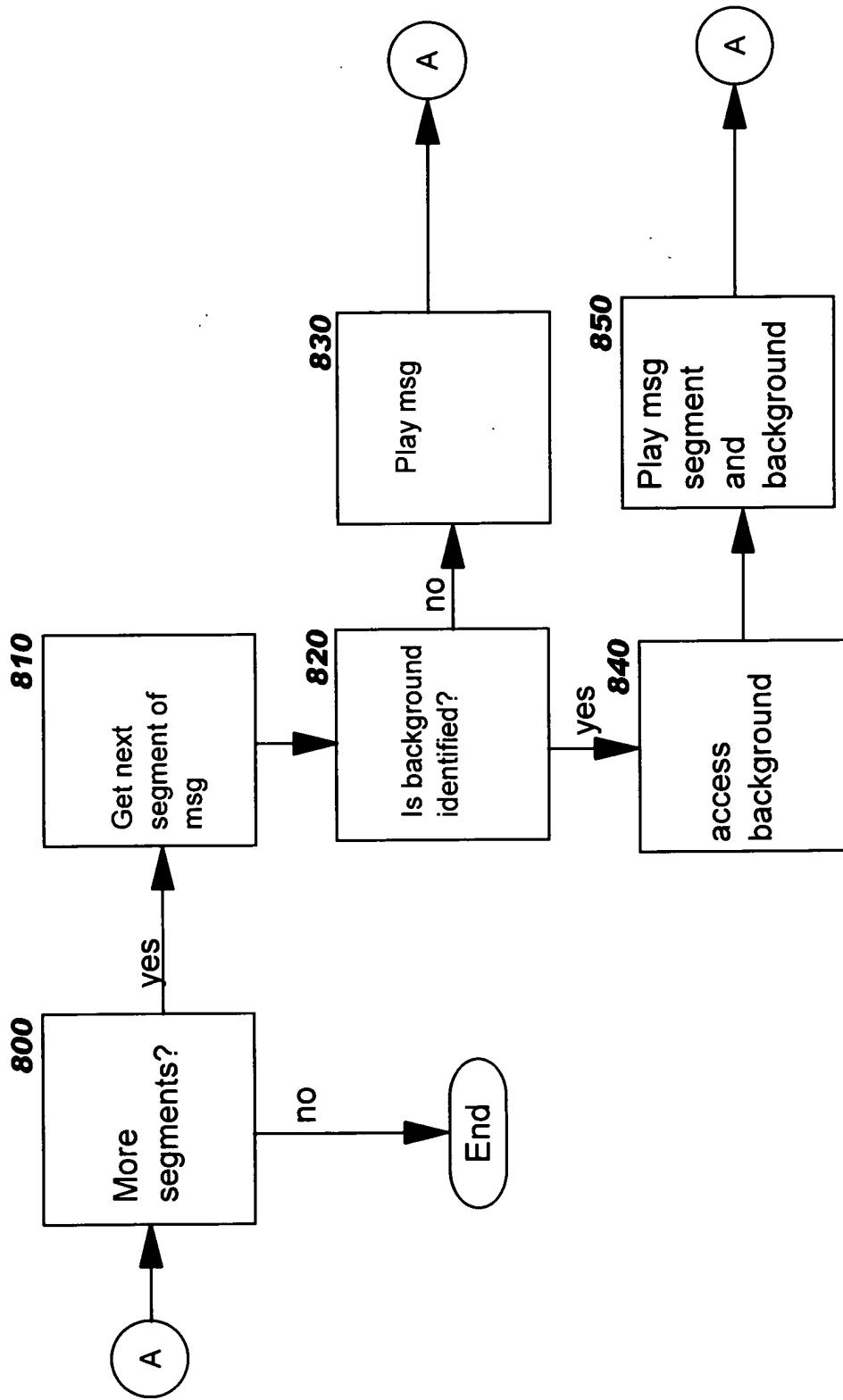


FIG. 9A

Message Segment Data Structure 900

Message segment number
Background selection number
User message

Example code:

#define MAX_NUM_VOICE_SEGMENTS 500

Struct msg_struct 920

```
{  
    Int segment_number; /* this field is not necessarily required */  
    Int background_selection_number;  
    FILE *msg; /* could be a .wav file */  
}
```

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 930

FIG. 9B

Message Segment Data Structure 940

- Message segment number
- Selection type
- Selection number
- User message (only valid if selection type is not an audio file)

Example code:

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

Struct msg_struct 960

```
{  
    Int segment_number; /* this field is not necessarily required */  
    int selection_type; /* this is 1 = background, 2 = audio file */  
    Int selection_number;  
    FILE *msg; /* could be a .wav file - will be null for audio file */  
}
```

```
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970
```